

## ABSTRACT OF THE DISCLOSURE

An electronic memory game where individual players or competing players attempt to successfully match signals that are displayed by the game device. The game device includes a housing having an exterior surface and manually operable selection buttons disposed along the exterior surface. A microcontroller for controlling the main functions of the game is stored inside of the housing. The microcontroller generates a number of perceptively differentiable output signals and assigns each output signal to one of the selection buttons. The memory game device also provides an output device for projecting the output signals to the players of the game. The players of the game take turns choosing selection buttons in an attempt to match the output signals corresponding to each selection button.